

Comp1917 Notes – Semester 2

Introduction to C

- compile file.c – gcc file.c
- the program unless a named is specified will be called a.out – call using ./name
- everything program has a main function – int main (void){}
- to see what errors are in the program use gcc -Wall -Werror (can use gcc)
- to name the executable file gcc -o program name executable file name
- only one main function
- functions use {}
- statements end with ;
- comments are denoted by // for one line or /* comment */
- need a return at the end of a function

General Structure of a Program

```
#include <stdio.h>
```

```
int main ( void){  
    //declare variables  
    // read values from standard input (keyboard)  
    // compute required  
    // print result to standard output (screen)  
    return 0;  
}
```

Numbers in and Out

- three generic data types
- char, int , float
- char – character (A,e,#,...)
- int – integer
- float – floating point number (3.14159)
- declarations made after the opening bracket in a function
- variable names must have a letter as the first character
- '_' counts as a letter
- upper and lower case are different
- use descriptive variable names so that it is easy for someone to read your program
- can declare a constant – const float SPEED_OF_LIGHT = 1079252848.8
- can also define a symbolic constant – # define NAME *replacement text*
- constants are defined in full upper case
- scanf – allows the program to read a string inputted by the user – scanf(“%f”, &variable_name);
- %d – decimal integer
- %c – character
- %f – float
- %lf – double (“long float”)
- printf(); – prints a statement for the user
- variables can be assigned a value using =
- must initialize variables or they will have a garbage value
- modulus – %
- instead of x=x+10 , use x+=10
- to increment ++ or decrement --
- if using math functions include the math library #include <math.h>

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